

A Look Back

However, even as technologies advanced, the workflows and deliverables continued to target one thing.

Plans Production.







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3D Models

3D models were something we produced for public meetings, to show how nice our road or bridge was going to look after it was built. They were a 'by-product' of design – not it's focus.





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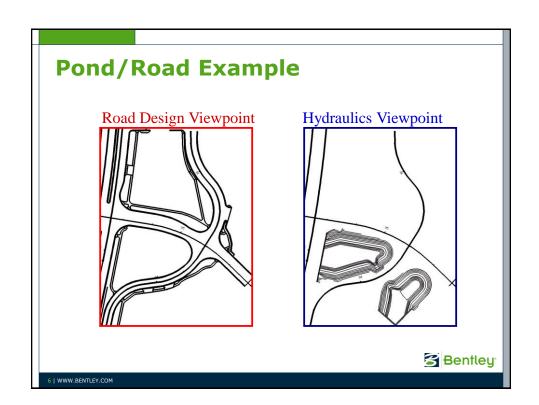
However, as time passed and technologies and applications became more advanced and efficient, there was a problem in the industry that was becoming apparent.

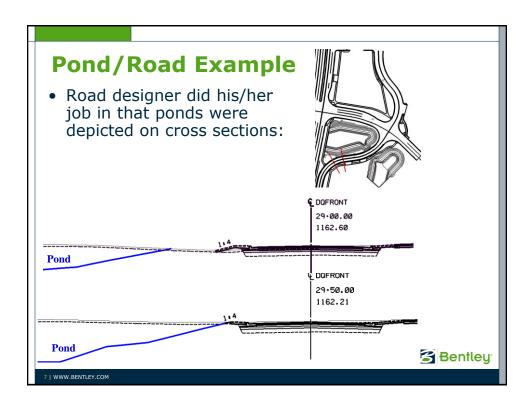
"Specialists in the various disciplines have been able to optimize their own in-house operations .. most failures are caused by *poor handoffs* between disciplines."

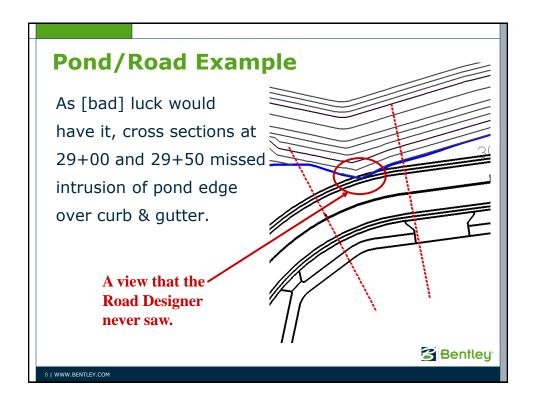
Tommelein and Gil (1999)

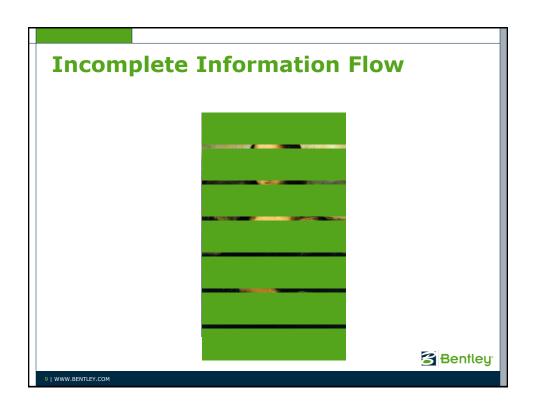


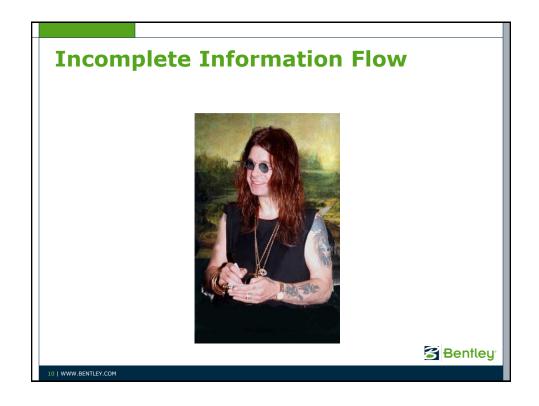
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Machine Control

However, *Machine Control* technology (circa 2002) forced us to re-think our approach in order to supply contractors with models in lieu of traditional stake-out workflows. In effect, the move was on to a 'model centric' design process – in effect changing the paradigm so that models became the focus of design.







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3D Tools

• What 3D Tools Can Do (Designer)



• What 3D Tools Can Provide (Contractor)



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